

Unusual Incidents Unit

Federal Bureau of Investigation

“Fidelity, Bravery, Integrity.”



UIU - Unusual Incidents Unit

Written by: ._tally.

Warning:

Under no circumstances is it allowed to leak any document within the UIU, including this one. Anyone leaking this document will be punished to the maximum extent permitted.

Welcome to the FBI's Second Least Popular Division.

In the UIU, The unit has clear goals, These such goals are to “Borrow” Anomalies, Raid enemy compounds, And Gather intelligence on key figures, CANS, and events.

This Handbook has been created to inform you on how to perform your duties, as well as how you should proceed in your future on the UIU. Good Luck Agent.

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UIU Basic Information:

The main objective of the UIU with the Foundation is gathering intelligence, under a false pretense that the UIU is aiding the Foundation in their cause. UIU Agents are to attempt to gather information on the Site's operations, Entities Contained and other events that would be relevant to the United States Government.

To accomplish this mission, every UIU Agent can make a report every week, the reports can be of 3 different topics, site intelligence report and personnel intelligence report, reports are made here: [\[- UIU - | Incident Report Format\]](#)

Incident Reports serve as the point system inside of UIU, the more the reports you send the closer you are to rank up. Additionally, Ranks are only given via your merit. If you fail to give us information, then you have no place in our Unit.

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UIU Uniforms.

Every UIU Agent is able to have their custom designed uniform in some way or another, there are a few regulations to these uniforms, these are:

- ❖ You must wear a Realistic Skin color/tone.
- ❖ T-Shirts (decals that go on your chest) are forbidden.
- ❖ Packages are forbidden
- ❖ Face, neck and head accessories must not interfere with the in-game required accessories (Morphs)
- ❖ Hair is allowed if it doesn't interfere with your helmet or hat.
- ❖ Hat (head type) accessories are permitted, though these hat accessories must make sense to your role, and be realistic.
- ❖ Combat Accessories are allowed for UIU agents in the main division, However you must keep them to a minimum.
- ❖ Anything resembling something like a Maid, Furry, Nazi, or Historical figure is strictly forbidden.

UIU Uniforms may be found on the UIU Section, channel named “Morph-Templates”

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UIU Duties

UIU HICOM Believes that UIU duties should go according to Lore. As such the duties of any UIU Agent are simple.

❖ Study of Confirmed Anomalies:

- Confirmed Anomalies (CANS) Should be done at any site or any SCP Foundation Installation to later report back to the US Government.
- Confirmed Anomalies should not be tested upon, only shall a UIU Agent write a report about it and send it to UIU HICOM To pass into the database.

❖ Enforcing US Policies

- The US Policies given to the UIU by the US Government states that if any Anomaly is trafficked by an enemy GOI then a raid shall be done, And if abuse of a UIU agent is done, the UIU shall respond with violent measures.

❖ Intelligence:

- Give Intelligence to the US Government from Important Personnel, Intelligence is given to UIU high command by the federal agency, then the
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UIU HICOM will forward the intelligence to the department of defense and the Federal Government.

Guidelines:

UIU Personnel have discord username guidelines, these are as follows:

- [Rank Abbreviation] | “Codename”

UIU Personnel have to follow orders from the Marauders if the situation is deemed combative response, otherwise, UIU Personnel ranking “Senior Supervisory Agent” and above may command TFS Low ranks at any time.

UIU personnel when logging a self deployment must have a stopwatch picture to confirm their time as well as 6 photos of said self deployment.

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Punishment System

➤ Formal Warning:

- 2 Formal Warnings warrant a strike.
- Warnings may be appealed after 1-2 Weeks depending on the issuer.

Strike:

- 1 Strike warrants a demotion and 2 week rank lock depending on the issuer.
- 2 Strikes warrant a demotion to trainee agent and a 2 month rank lock.
- 3 Strikes warrant an exile and a 2 month blacklist.

Suspension:

- Suspensions can last from the minimum of 3 days up to 2 weeks.
- Suspensions may be handed out at strike 2 or 3 if warranted.

Blacklist:

- 3 Strikes warrant blacklist
- Anything that is considered a major offense warrants a blacklist.
- Blacklists are able to be appealed after 2-3 Months unless stated otherwise.
- Directorates may blacklist you for any reason if they so choose.

Activity Strike:

- 3 Activity strikes warrant an exile.
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Incident Reports

- You may report on basic things that happen on-site, such as a small event or test.
 - The more reports you make, the more you will rank up.
 - Reports must be mature, grammatically correct, and greatly made.
 - Don't report some dumb shit like an OORP moderation.
 - You may make reports on interrogations, As those also benefit us.
 - Adding images to your reports is optional, If you add images of POI's/CANS then it would be greatly appreciated.
 - Watchlists are made to ensure UIU agents gather information on subjects of suspicious Foundation personnel/GOI Personnel, You may make reports on certain individuals in the watchlist.
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Threat Levels

Refers to the precautions that must be taken to mitigate and/or prevent hostile actions against the UIU and its personnel. Force Protection is used to ensure that the Intallation's security is maintained and that siege or raid scenarios are dealt with effectively.

Threat Level: Alpha describes a situation where there may be a threat that is unknown, Minor things happening, Or generally just a safe-ish site.

- ❖ There are individuals openly suggesting the possibility of an attack of any form.
 - ❖ There are individuals repeatedly violating rules and disobeying orders from authorities.
 - ❖ UIU and other personnel of authority are on low alert, but nonetheless remain on watch.
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Threat Level; Bravo. Describes a situation where there is somewhat clear evidence of a possible attack with considerable significance. There are individuals who are acting suspiciously such as watching from a distance, scouting the site, etc.

- ❖ Unauthorized personnel brandishing firearms.
- ❖ Seemingly GOI's are announcing their intentions on attacking any Installation with interest to the UIU or with UIU Personnel on it.

Threat Level; Charlie. Describes a situation where there are reports of an imminent attack of any form.

- ❖ Intelligence confirmed the nature of the attack and the time (if possible) when the attack will take place.
 - ❖ UIU and its divisions must remain on high alert and take defensive positions in, out, and around the Installation if needed.
 - ❖ All other Personnel are to evaluate the people on-site that might be affiliated with the group, a full site sweep can be ordered.
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Threat Level: Delta. Describes a situation when an attack is taking place or has just occurred or when intelligence has confirmed an imminent attack, and will set all security protocols on high alert.

Threat Level: Delta-1; Declared when a siege or a raid will take place/is taking place/has just ended.

- ❖ Security measures will include inspecting every corner of the Installation where the attackers went to.
- ❖ Authorized armed personnel are to remain in the Installation and prepare for another raid if the threat is still posed.

Threat Level: Delta-2; Declared when a Faction goes Rouge.

- ❖ UIU Personnel on-site are to assist Foundation/Allied Efforts on defending against the new threat.
 - ❖ Any Event where a faction goes rogue must be informed towards HICOM.
 - ❖ Authorized personnel must remain on standby incase of another attack.
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Type of Deployments.

There are several different types of deployments, These vary based on the threat level.

Threat level: Alpha deployments.

- Alpha threat deployments are generally just regular UIU deployments, No combat vests needed, Agents will be in regular suits.

Threat level: Bravo Deployments.

- Bravo threat deployments are deployments where hostile factions/enemy factions have a high presence on-site. UIU Agents will be given combat vests so that they can remain protected.

Threat level: Charlie deployments.

- Charlie threat deployments are when UIU agents are at their highest alert, They will be issued combat vests just like bravo deployments, Only this time they will remain combat ready.

Threat level: Delta deployments (1 and 2)

- Delta threat level deployments are when UIU is deployed as a
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reinforcement during a containment breach or hostile attack, and will be full fledged combat ready. Agents will be given higher weaponry.

Types Of CAN's

A CAN is a confirmed anomaly, An event or area that involves something impossible.

There are multiple types of CANS, And each of them are unique.

- CARTS: Confirmed Artifacts, These types of CANS are typically objects with anomalous properties, and do not belong in this world, An example of a CART is SCP-268.

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- CAN MAN: A CAN MAN is a person of humanoid nature with anomalous/supernatural properties, As such, They tend to be dangerous, And you'll probably find another group just like us looking for them, Whether it be the skippers, the suits, or the CAN collectors.

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Document Formatted by Marc_oOo 🗨️ (He gave me permission to use this document, i just added a bunch of stuff)

“ Unity In Understanding “

Signed

Advisor Of Unusual Incidents

Tallsy J. Glaceon
